Panasonic

KEYBOARD

SX-KC211

WARNING:
TO REDUCE THE RISK OF FIRE, ELECTRIC SHOCK OR PRODUCT DAMAGE, DO NOT EXPOSE THIS APPLIANCE TO RAIN, SPLASHING, DRIPPING OR MOISTURE.

BEFORE YOU PLAY, PLEASE READ THE CAUTIONARY COPY APPEARING ON PAGE 4

CAUTION:
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules These limits are designed to provide reasonable protection against harmful interference in a residential installation This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications However, there is no guarantee that interference will not occur in a particular installation If this equipment does cause harmful interference to radio or television reception which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures

— Reorient or relocate the receiving antenna
— Increase the separation between the equipment and receiver
— Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
— Consult the dealer or an experienced radio/TV technician for help

Any unauthorized changes or modifications to this equipment would void the user's authority to operate this device

This device complies with Part 15 of the FCC Rules Operation is subject to the following two conditions (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation

The model number and serial number are found underneath the keyboard
Please note the model and serial numbers in the space provided below and retain this sheet as a permanent record of your purchase to aid identification in the event of theft

MODEL NUMBER ______________________

SERIAL NUMBER ______________________

Panasonic

OWNER'S MANUAL

Before you play

For long and pleasurable use of this instrument, and to gain a thorough understanding of your **KC211** Keyboard, it is strongly recommended that you read through this Owner's Manual once

The Owner's Manual is comprised of the following parts

BASIC FUNCTIONS
This part includes an explanation of basic procedures and points you should be aware of for proper operation of your instrument

PRACTICAL APPLICATIONS
This part comprises a detailed explanation of sound, effect, rhythm, Recording, Disk Drive and Setting functions

REFERENCE GUIDE (separate booklet)
Reference guide for the contents of the Sound List, Drum Kits, MIDI Implementation Chart

Important Safety Instructions

WARNING

When using electric products, basic precautions should always be followed, including the following,

- Read all the instructions before using the product

Safety

- **Power Source**—The product should be connected to a power supply only of the type described in the operating instructions or as marked on the product

- **Polarization**—This product may be equipped with a polarized line plug(one blade wider than the other) This is a safety feature If you are unable to insert the plug into the outlet, contact an electrician to replace your obsolete outlet Do not defeat the safety purpose of the plug

- **Periods of Non-use**—The power-supply cord of the product should be unplugged from the outlet when left unused for a long period of time

Installation

- **Water and Moisture**—Do not use this product near water—for example, near a bathtub,washbowl, kitchen sink, in a wet basement, or near a swimming pool, or the like

- **Cart/Stand**—This product should be used only with a cart or stand that is recommended by the manufacturer

- **Ventilation**—The product should be located so that its location or position does not interfere with its proper ventilation

- **Heat**—The product should be located away from heat sources such as radiators, heat registers, or other products that produce heat

- **Foreign Material**—Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings

Listening caution

This product, either alone or in combination with an amplifier and headphones or speakers may be capable of producing sound levels that could cause permanent hearing loss Do not operate for a long period of time at a high volume level or at a level that is uncomfortable If you experience any hearing loss or ringing in the ears, you should consult an audiologist

Service

- **Damage Requiring Service**—The product should be serviced by qualified service personnel when

a The power-supply cord or the plug has been damaged, or

b Objects have fallen, or liquid has been spilled onto the product, or

c The product has been exposed to rain, or

d The product does not appear to operate normally or exhibits a marked change in performance, or

e The product has been dropped, or the enclosure damaged

- **Servicing**—Do not attempt to service the product beyond that described in the user-maintenance instructions
  All other servicing should be referred to qualified service personnel

Maintenance

- Be sure to switch this unit off after use, and do not switch the unit on and off in quick succession, as this places an undue load on the electronic components
- To maintain the luster of the keys and buttons, wipe with a clean, damp cloth, and polish with a soft, dry cloth Polish may be used, but do not use thinners or petro-chemical-based polishes
- A wax-based polish may be used on the cabinet, although you will find that rubbing with a soft cloth will suffice

SAVE THESE INSTRUCTIONS

Contents

■ **Supplied accessories**

Please check the supplied accessories.

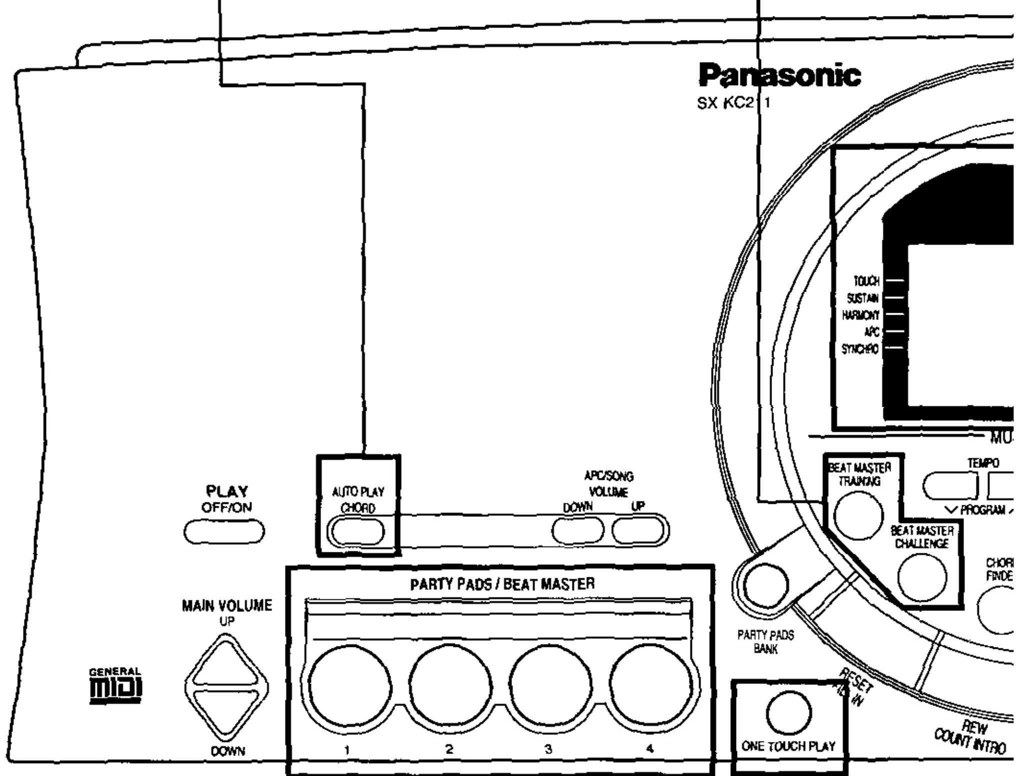


☐ **Music stand**
☐ **AC adaptor**
☐ **SONG BOOK**

Controls and functions

AUTO PLAY CHORD
An automatically accompaniment is added to your playing merely by specifying a chord (Refer to page 23)

BEAT MASTER
A fun way to develop your sense of rhythm (Refer to page 14)



PARTY PADS/BEAT MASTER
Just press a pad button to add a fun sound effect to your playing You can also tap the pad buttons in time with the beat (Refer to pages 14, 27)

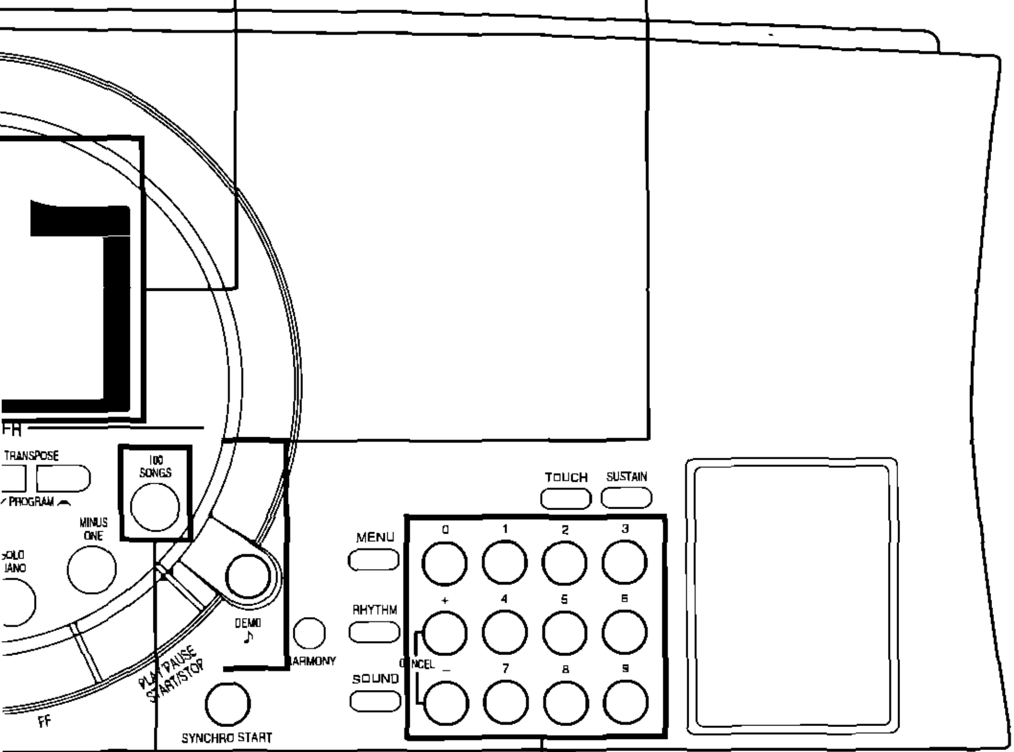
ONE TOUCH PLAY
An appropriate combination of sounds, etc for your selected rhythm are automatically set up for the automatic accompaniment (Refer to page 26)

MUSIC TRAINER
The **MUSIC TRAINER** function incorporated in this instrument can be a helpful aid to improving your performance

Example

- **BEAT MASTER**, to develop your sense of rhythm
- **CHORD FINDER**, to teach you how to play chords
- **MINUS ONE** lets you practice the melody part while listening to the other song parts
- The display shows a visual illustration of the keys and notes you play

Display
Displays the status of your instrument and is also used for setting the various functions (Refer to page 17)

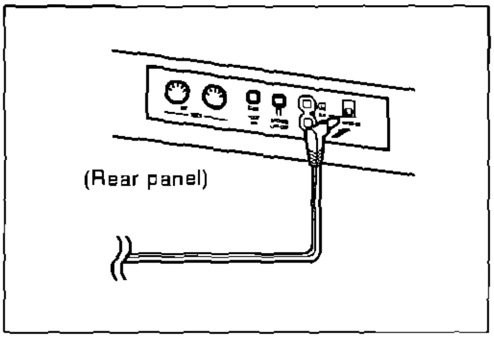


100 SONGS
Play back the internal song data (Refer to page 12)

Number buttons
Specify the desired sounds and rhythms etc by number

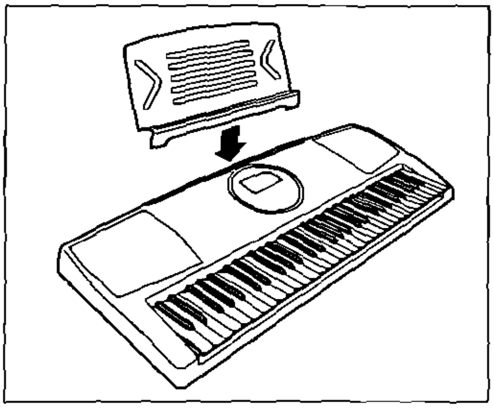
Getting started

1 Connect the AC adaptor (included)



- Do not disconnect and connect the AC adaptor when the **PLAY** button is on

2 Affix the music stand as shown

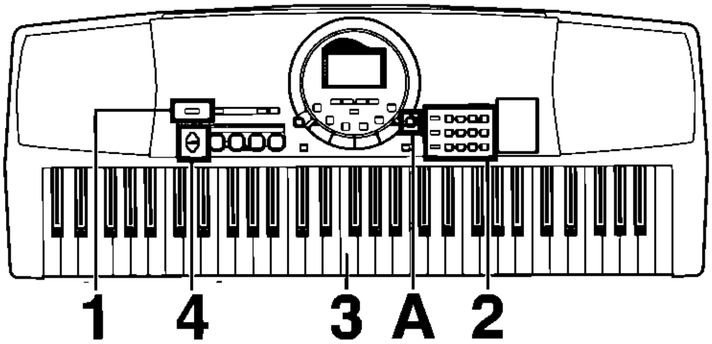


- The unit is in the standby condition when the AC adaptor is connected. The primary circuit is always "live" as long as the AC adaptor is connected to an electrical outlet.
- When leaving the product unused for a long time, turn off the **PLAY** button of the unit and pull the AC adaptor out of the socket for power saving. (The product consumes a power of 2 W even with the **PLAY** button of the unit turned off.)

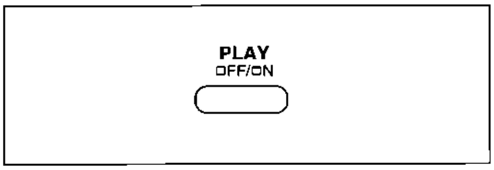
Memory function

The various settings and memory contents of this instrument are maintained as long as the AC adaptor is connected to this instrument and plugged into an outlet.

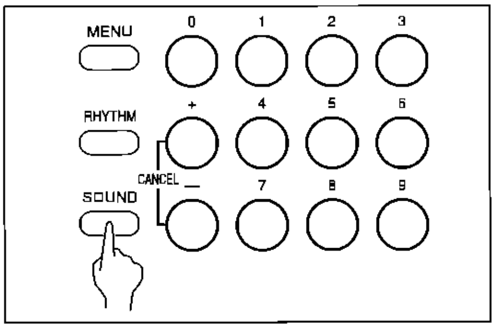
Playing



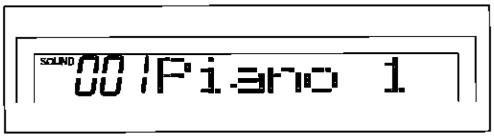
1 Press the **PLAY** button to turn it on



2 Press the **SOUND** button, and use the number buttons to select a sound number (three digits)

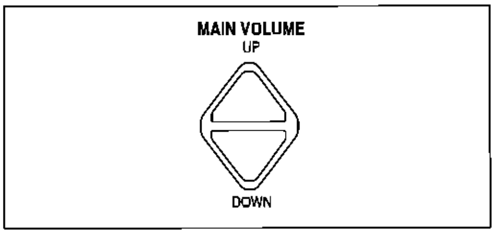


- The list of **SOUNDS** is found near the right side of the panel
- The name and number of the selected sound are shown on the display

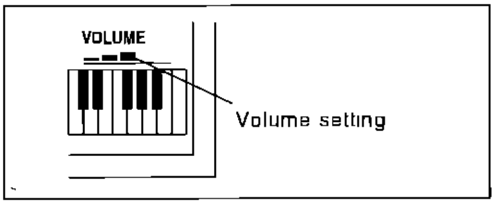


3 Play the keyboard

4 Set the **MAIN VOLUME** to an appropriate level



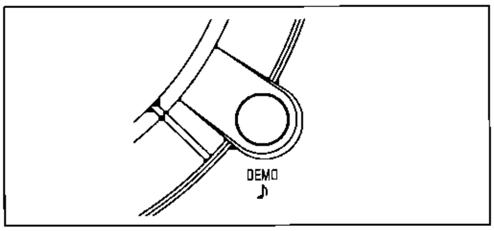
- The volume setting is shown on the display



- Each graduation represents two degrees of volume change

DEMO

A Press the **DEMO** button



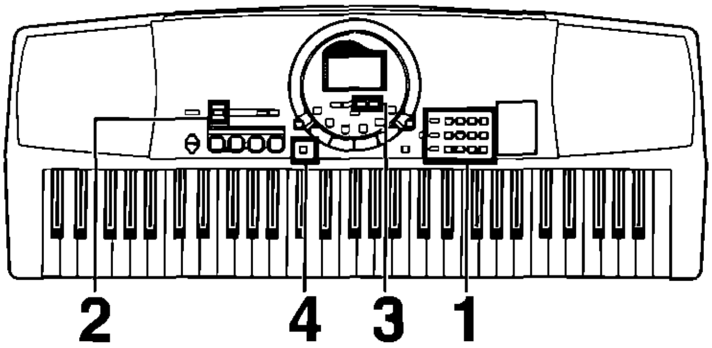
- The demonstration performance begins
- The two demo tunes are playing continuously until you press the **DEMO** button again

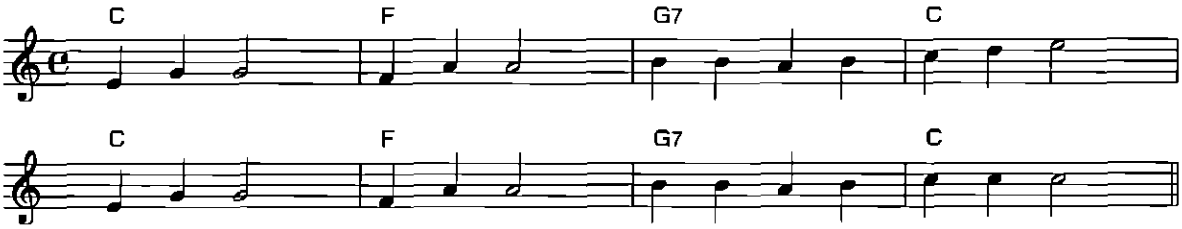
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- The pitch of this instrument can be adjusted, for example, when playing with other instruments (Refer to pages 28 and 30)

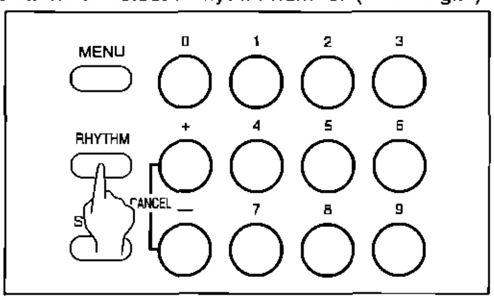
- For detailed information about selecting sounds, refer to page 18
- Some of the buttons do not work during the demonstration performance

Add an automatic accompaniment

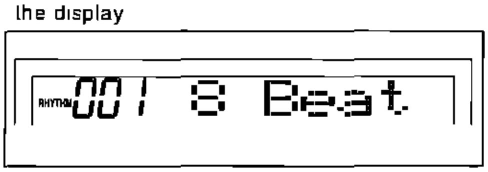




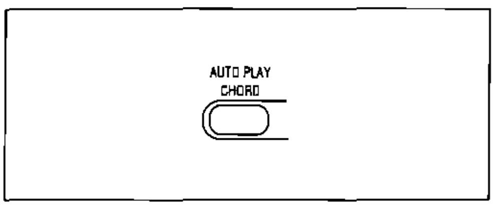
1 Press the **RHYTHM** button, and use the number buttons to select a rhythm number (three digits)



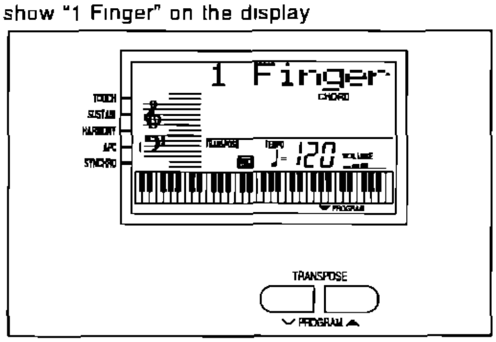
- The list of **RHYTHMS** is shown near the left end of the panel
- The rhythm number and name are shown on the display



2 Press the **AUTO PLAY CHORD** button

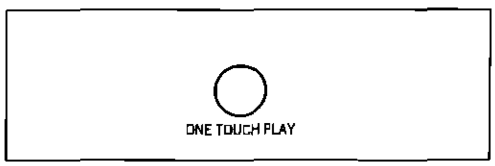


3 Use the **TRANSPOSE/PROGRAM** buttons to show "1 Finger" on the display

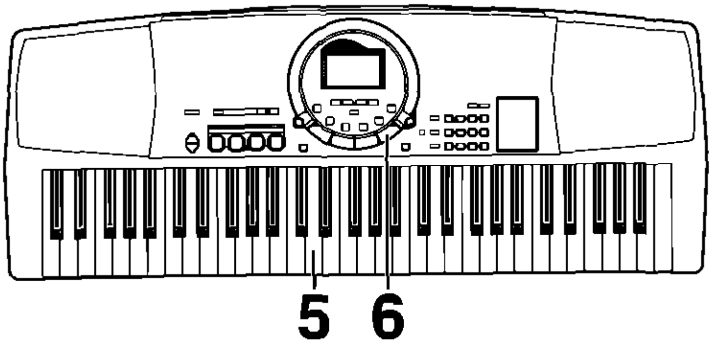


- Perform this operation while the PROGRAM indication is flashing on the display

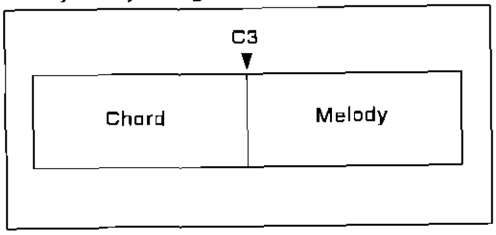
4 Press the **ONE TOUCH PLAY** button



- The sounds, etc appropriate for the selected rhythm are automatically set up

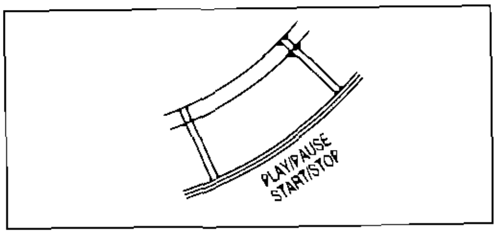


5 Play the chord with your left hand, and the melody with your right hand

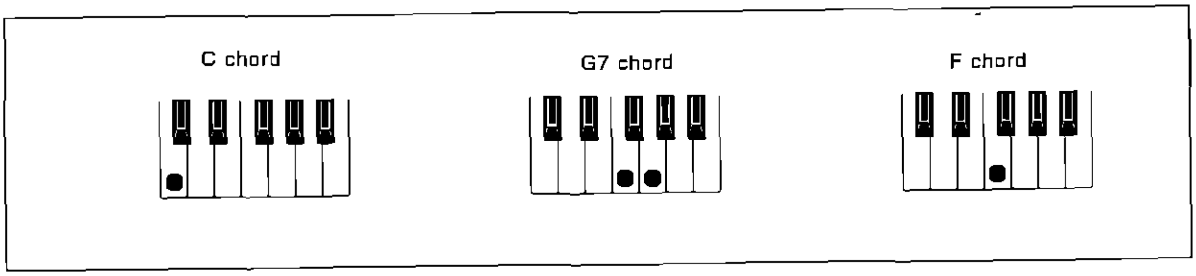


- When you play the keyboard with your left hand, the automatic accompaniment starts (**SYNCHRO START**)
- For example, when you press a C key, an automatic accompaniment in the C major chord begins to play

6 When you are finished playing the song, press the **START/STOP** button

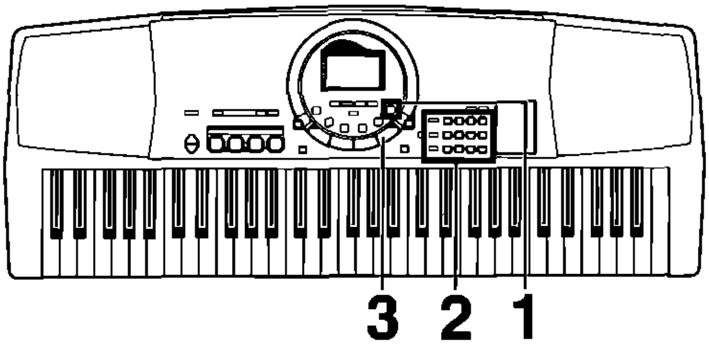


- The automatic accompaniment stops
- To end your performance with the automatic accompaniment, press the **AUTO PLAY CHORD** button again

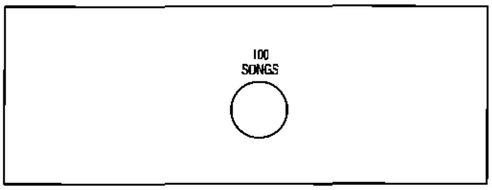


- For information about selecting rhythms, refer to page 21
- For information about the automatic accompaniment, refer to page 23

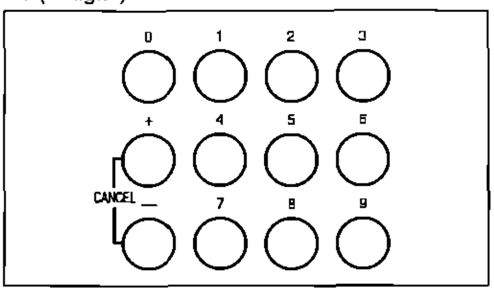
Play back the 100 Songs



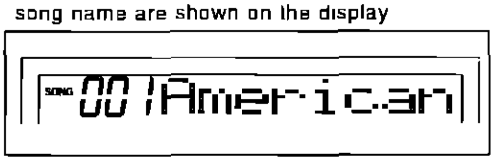
1 Press the **100 SONGS** button



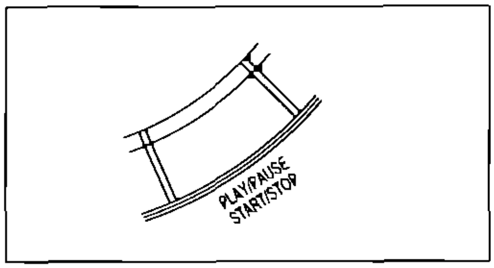
2 Use the number buttons to select a song number (3 digits)



- The song numbers can be found on the separate music score provided
- You can also use the **TRANSPOSE/PROGRAM** buttons below the display to select it
- Songs 101 to 105 are song medleys with differing themes
- The selected song number and abbreviated song name are shown on the display

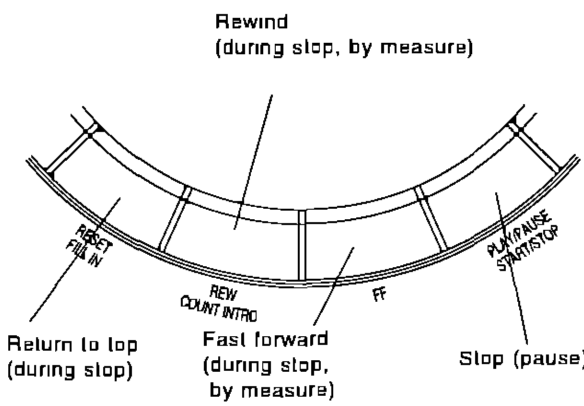


3 Press the **PLAY/PAUSE (START/ STOP)** button

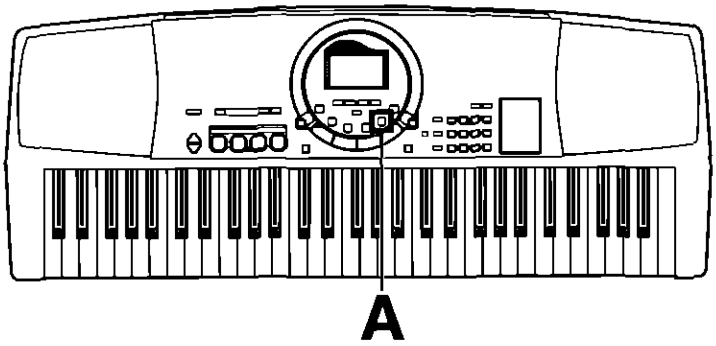


- The selected song is played back

■ Function of each button



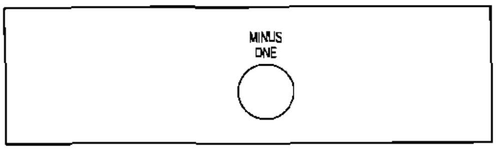
- If the **APC/SONG VOLUME** button is pressed, the playback volume can be adjusted This is useful when playing the keyboard along with a song (Refer to page 25)



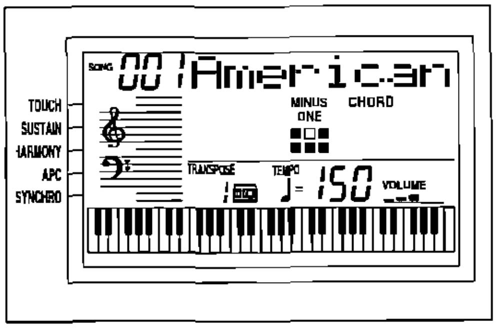
MINUS ONE

You can mute the melody part of the playback song data and play it yourself

A Press the **MINUS ONE** button to turn it on



- The display looks similar to the following



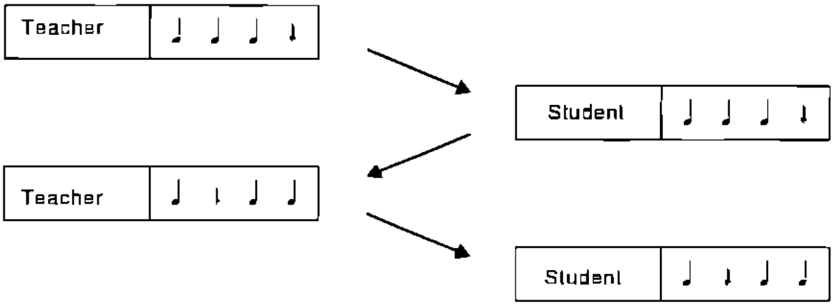
- To cancel this mode, press the **MINUS ONE** button again

- When the "100 SONGS" feature is used, the settings for the sounds and rhythms etc are initialized

Beat Master

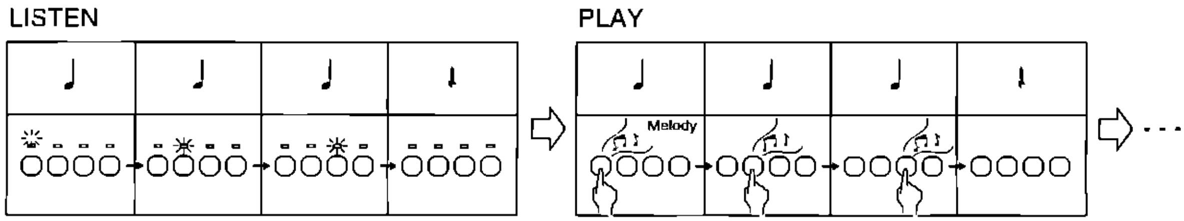
BEAT MASTER is a fun feature that helps you develop your sense of rhythm while you enjoy playing, just like competing with a friend in a game

Think of yourself as the student, and the instrument your teacher First, the teacher "claps" out the rhythm, and then you try to mimic it



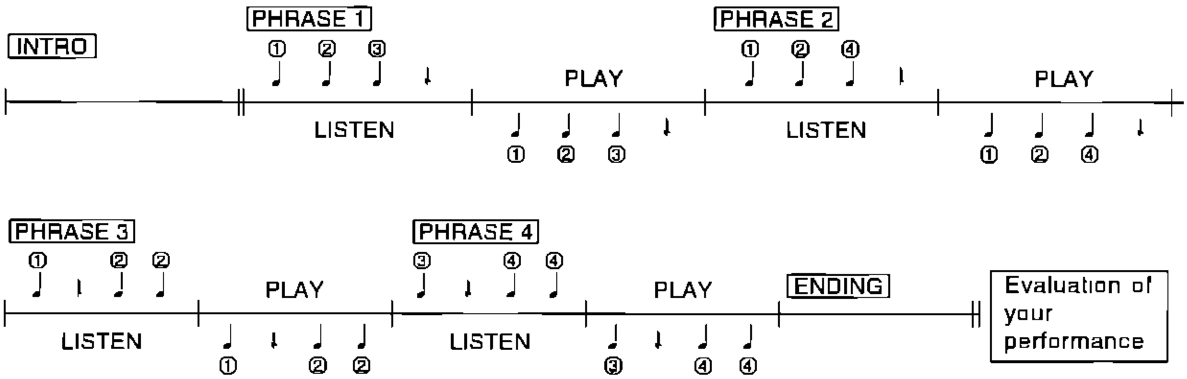
Your rhythm lesson uses the four pad buttons As the instrument models the rhythm, the corresponding pad indicators light Then you try to tap the same pad buttons, with your fingers, using the same timing

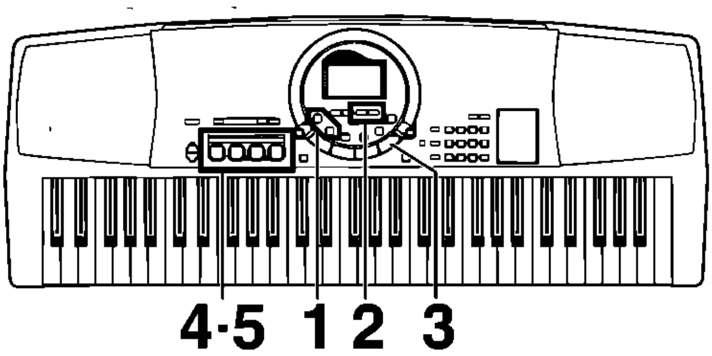
But it's more than just a rhythm lesson—as you tap the pad buttons, a melody is played in time with your rhythm! With **BEAT MASTER** you play a game of musical Questions & Answers with the instrument



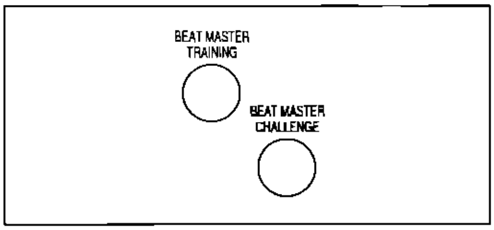
The **BEAT MASTER** has two levels to choose from **TRAINING** (beginner) and **CHALLENGE** (advanced)
To learn how to use the **BEAT MASTER**, begin with the **TRAINING** song "1 Warm Up" The structure of this song is shown below, so take a minute to look it over before starting the lesson (following)

Number Pad number
Note Beat timing



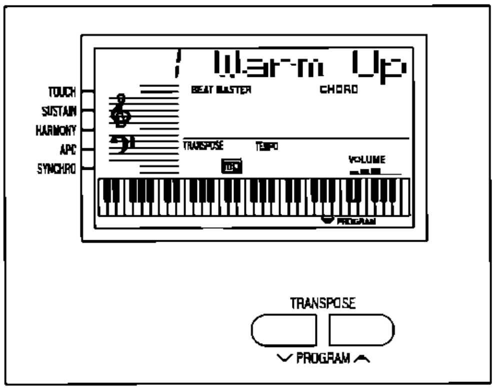


1 Press the **BEAT MASTER TRAINING** or **CHALLENGE** button



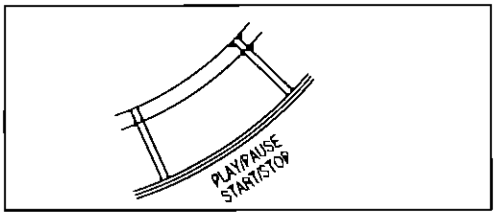
- Select **TRAINING** if you are a beginner, or **CHALLENGE** to improve your skill
- A BGM is heard and the pad indicators light up

2 Use the **TRANSPOSE/PROGRAM** buttons to select a song number



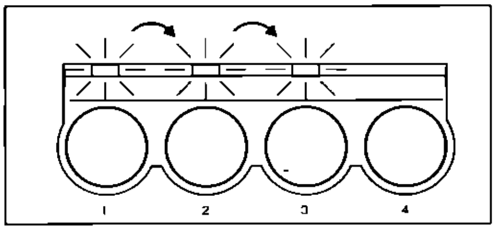
- Select a number from 1 to 4 (**TRAINING**)/C1 to C7 (**CHALLENGE**) The higher the number, the more difficult the tune

3 Press the **START/STOP** button



- Listen to the intro

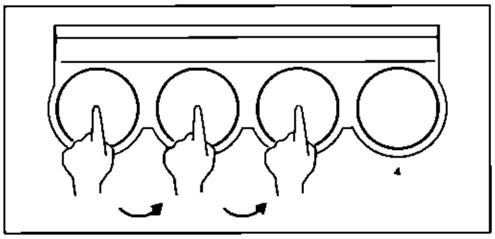
4 The Question phrase is played Watch the timing of the pad indicators and try to remember it



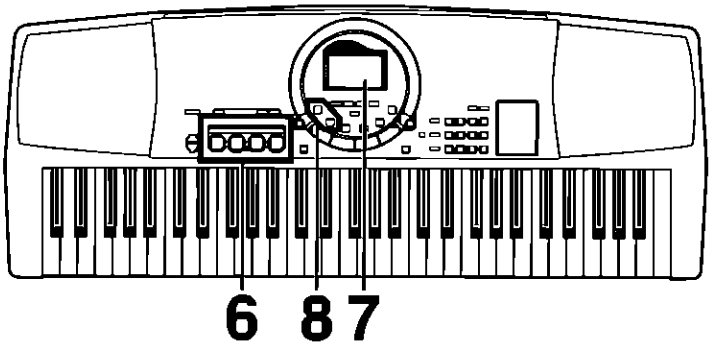
- During this time, the display looks like this



5 Mimic the Question phrase by tapping the same pad buttons in the same order and timing



- An evaluation of each phrase you reproduce is shown as "Bravo!", "Good","Poor"



- During this time, the display looks like this



6 The next Question phrase is then played Continue in the same manner

7 After the ending plays, you will see an evaluation of your performance on the display
- Your total performance is assessed as "Master!", "Good", "Fair" or "Practice "
- To try the same lesson again, press the **START/STOP** button Or you can try an another song

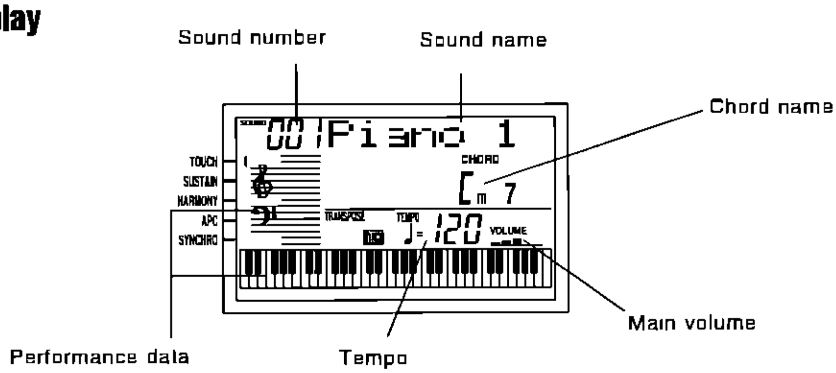
8 To turn off the **BEAT MASTER**, press the **BEAT MASTER** button that you selected in step 1

- If the tempo is too fast, use the **TEMPO** buttons below the display to adjust it
- When the **BEAT MASTER** is used, the settings for the sounds and rhythms etc are initialized
- Note that in some songs the Question and Answer phrases are one measure long and in others they are two measures long Enjoy the challenge!
- There is an INTERLUDE (bridge) section (when there are no Question and Answers) in the middle of the songs so you can catch your breath! (Some songs have no INTERLUDE section)

About the display

The display shows the status of this instrument, the played keys, etc , and is also used for setting the various functions

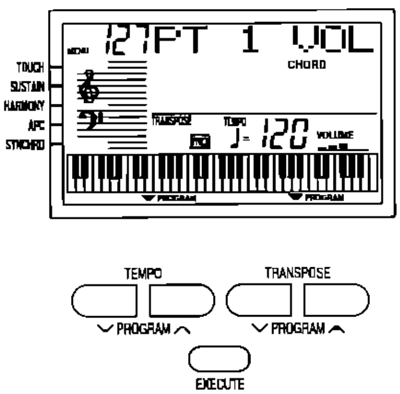
Normal display



- A ◀ mark next to the function name to the left of the display indicates that the corresponding button is ON (In the example above, the **TOUCH** function is On)
- The readability (LCD CONTRAST) of the display can be adjusted (Refer to pages 28 and 30)

Setting display example

Example PART VOLUME



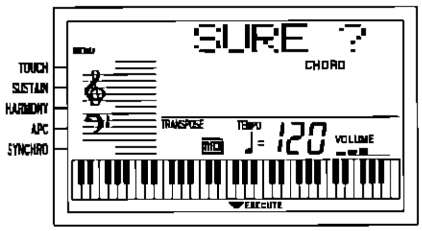
The **TRANSPOSE/PROGRAM** buttons and **TEMPO/ PROGRAM** buttons below the display, as well as the number buttons and + and – buttons, are used to select the various functions and specify values, etc

- When the **TRANSPOSE/PROGRAM** buttons or **TEMPO/PROGRAM** buttons are used to set a function, the corresponding PROGRAM indication flashes
- The number buttons are convenient for entering numbers directly, and the **TRANSPOSE/ PROGRAM** buttons or the + and – number buttons are convenient for selecting the modes, etc while viewing the display

■ EXECUTE

When it is necessary to confirm that you wish to execute a function, press the **EXECUTE** button

- If necessary, the EXECUTE indication on the display will flash



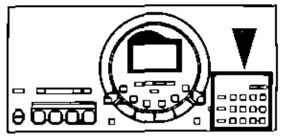
- At this time if you wish to cancel the procedure instead of executing it, press the button that you to select the function (**MENU** button, etc)

- The display illustrations used throughout this manual are for purposes of explanation and may differ from the actual display you see when you are using your instrument

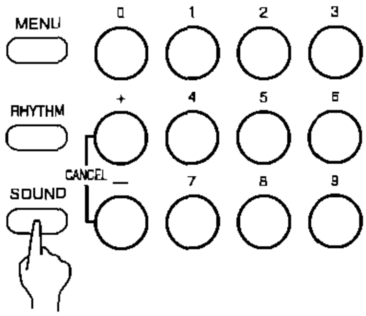
Part I Sounds and effects

There are 150 different sounds permanently stored in this instrument to enhance your playing enjoyment

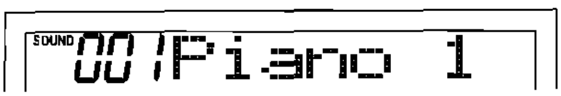
Sound



1 Press the **SOUND** button Use the number buttons to select a sound number (three digits)



- The list of **SOUNDS** is printed on the upper right portion of the panel
- The selected sound number and sound name are shown on the display



- Enter three digits to specify the sound For example, for sound number 003, press 0, 0, 3 For sound number 030, press 0, 3, 0

2 Play the keyboard

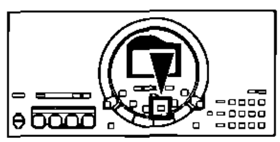
- Non-pitched (percussion) sounds are also available
- For SPLIT sounds, the sounds produced on the left and right sections of the keyboard are different The keyboard split point is at C3 (the third C from the bottom)
- For DRUM KITS sounds, percussion instrument sounds corresponding to the illustration are played with the keyboard keys

■ About the number buttons

The number buttons are convenient for selecting functions with assigned numbers, such as sounds and rhythms, **MENU** functions, 100 songs, etc

- The + and – buttons can be used to increase or decrease the number When a button is pressed and held, the numbers change quickly
- If you wish to cancel the number you are in the midst of entering, press the + and – buttons at the same time If you pause in the midst of entering a number, the entry may automatically be canceled after a few seconds

Solo Piano



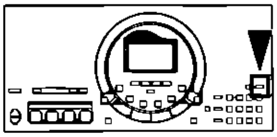
Press the **SOLO PIANO** button for a solo piano performance without having to make complicated settings

⇒Press the **SOLO PIANO** button



- The appropriate settings for a piano performance is automatically set
- Note that the settings that were in effect immediately before this button is pressed will be lost

Sustain



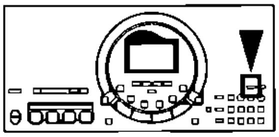
SUSTAIN is the gradual fading out of musical tones after the key is released

⇒Press the **SUSTAIN** button to turn it on



- The ◀ mark next to the SUSTAIN indication on the left side of the display indicates that this effect is on

Touch

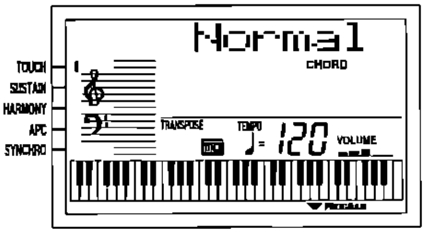


You can add dynamics to the sound by varying the keyboard touch
- The initialized setting is ON

⇒Press the **TOUCH** button to turn it on

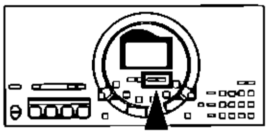


- The ◀ mark next to the TOUCH indication on the left side of the display indicates that this effect is on
- The display looks similar to the following



- If necessary the **TRANSPOSE/PROGRAM** buttons can be used to to select the mode (Heavy, Normal, Light)
- Perform this operation while the PROGRAM indication is flashing on the display After a few seconds, the display returns to the previous display

Transpose

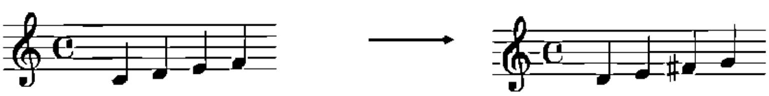


The **TRANSPOSE** buttons are used to change the key of the entire instrument in semitone steps across an entire octave

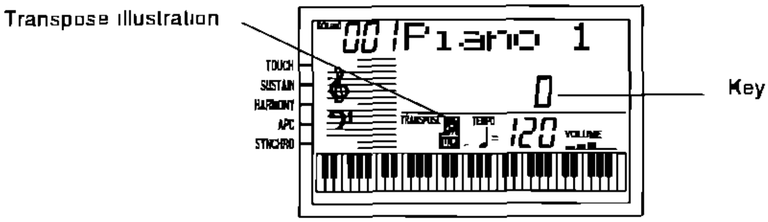
Suppose you learn to play a song—in the key of C, for example—and decide you want to sing it, only to find that it's either too high or too low for your voice Your choice is to either learn the song all over again in a different key, or to use the **TRANSPOSE** feature

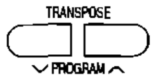
<Example transposed to D>

Played keys C major　　　Notes that sound D major



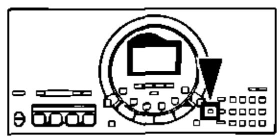
⇒Adjust the key with the **TRANSPOSE** ∧ and ∨ buttons





- Each press of the ∧ button raises the key in semitone steps, and each press of the ∨ button lowers the key in semitone steps (G – C – F♯)
- If the two buttons are pressed at the same time, the key returns to C
- When the **TRANSPOSE** function is active, the transpose illustration is shown on the display
- When PROGRAM is shown on the display above the buttons, these buttons are used for various settings and cannot be used for **TRANSPOSE** To access the **TRANSPOSE** function in this case, first exit the setting mode

Harmony

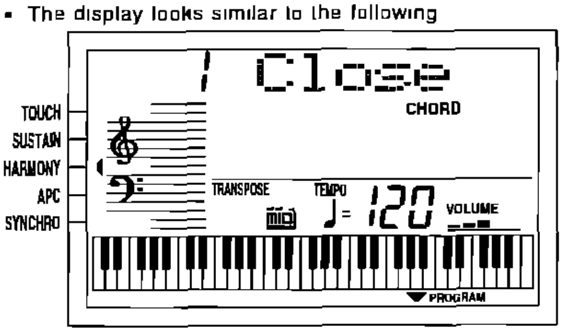


This function automatically adds harmony to the single-note melody you play in the right part, based on the chord you specify in the left part

1 Press the **HARMONY** button to turn it on



- The ◀ mark next to the HARMONY indication on the left side of the display indicates that this effect is on
- The display looks similar to the following



- If necessary, the **TRANSPOSE/PROGRAM** buttons can be used to select the type of harmony
- Perform this operation while the PROGRAM indication is flashing on the display After a few seconds, the display returns to the previous display
- For details about each type, refer to the separate REFERENCE GUIDE provided

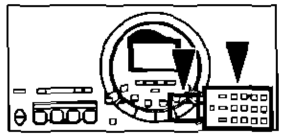
2 During a performance using the automatic accompaniment (refer to page 23), while specifying the chord with your left hand, play the melody with your right hand

- If the "Octave", "Hard Rock" or "Fanfare" type is selected, **HARMONY** is added even when the automatic accompaniment is not used

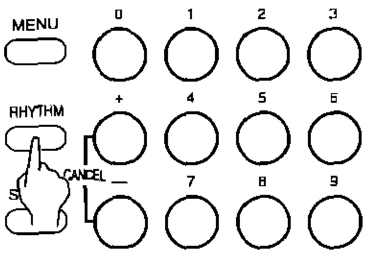
Part II Playing the rhythm

There are 100 rhythms stored in the memory of this instrument

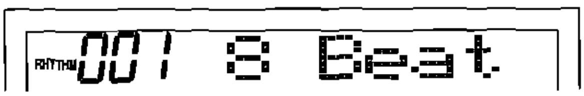
Rhythm



1 Press the **RHYTHM** button Use the number buttons to select a rhythm number (three digits)

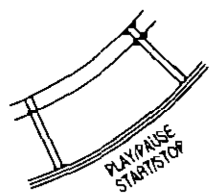


- The list of **RHYTHMS** is shown near the left end of the panel
- The rhythm number and name are shown on the display



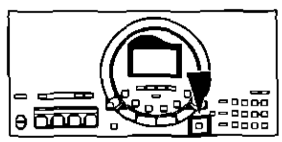
- Enter three digits to specify the rhythm For example, for rhythm number 003, press 0, 0, 3 For rhythm number 030, press 0, 3, 0
- The + and – buttons can be used to increase or decrease the number When a button is pressed and held, the numbers change quickly
- To cancel a number you are entering, press the + and – buttons at the same time (**CANCEL**)

2 Press the **START/STOP** button



- The selected rhythm pattern begins to play
- You can stop the rhythm by pressing the **START/STOP** button again to turn it off
- Since there is no DRUM part for the 091 CLASSIC BALLAD rhythm, the pattern does not sound unless the **AUTO PLAY CHORD** is used

Synchro Start



With the synchronized start feature, the rhythm pattern begins to play when you press a key on the keyboard

1 Select a rhythm

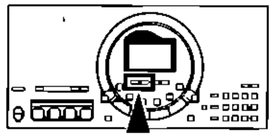
2 Press the **SYNCHRO START** button to turn it on



- The ◄ mark next to the SYNCHRO indication on the left side of the display indicates that this function is on

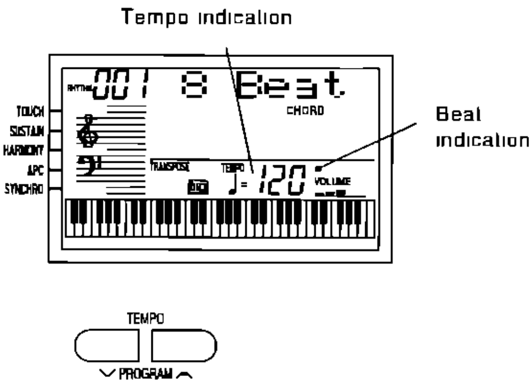
3 Play a key to the left of the keyboard split point (C3)
- The rhythm pattern begins to play

Tempo



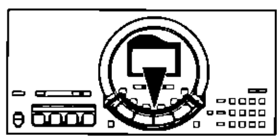
The tempo of the rhythm pattern is adjusted with the **TEMPO** buttons

⇒Press the right button for a faster tempo, and the left button for a slower tempo (♩=40 – 300)



- Press both buttons at the same time to reset the tempo to the standard ♩=120
- The tempo is shown on the display
- The beat is indicated to the right of the displayed tempo
- When "PROGRAM" appears on the display above the buttons, these buttons are used for various settings and cannot be used to adjust the **TEMPO** To adjust the **TEMPO** in this case, you must first exit the setting mode

Rhythm performance

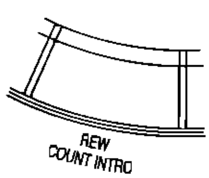


Count and fill-in patterns are available for each rhythm

COUNT INTRO

You can begin the rhythm performance with a one-measure count

1 Press the **COUNT INTRO** button to turn it on



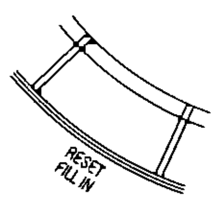
2 Press the **START/STOP** button to start the rhythm
- A one-measure count is played, after which the normal rhythm pattern begins

FILL IN

You can insert a fill-in pattern any time during the rhythm performance

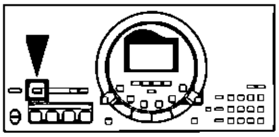
1 Select a rhythm and press the **START/STOP** button

2 Press the **FILL IN** button



- A fill-in pattern is heard immediately for the remainder of the measure
- When a **FILL IN** button is pressed on the last beat of the measure, the fill-in pattern continues to the end of the following measure

Auto Play Chord



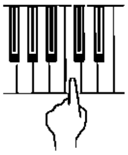
Simply by playing a chord on the keyboard, the **AUTO PLAY CHORD** function automatically plays an accompaniment pattern which matches perfectly the selected rhythm. With a real accompaniment as a background, you can concentrate on playing the melody.

⇒Choose from three ways of playing chords.

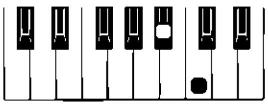
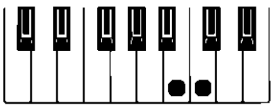
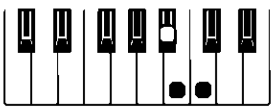
■ One Finger (1 Finger) mode

In the One Finger mode, a major chord can be played just by pressing the key for its root note.

Example: C chord

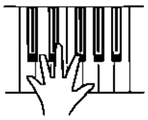


Minor, seventh and minor seventh chords are also easily produced.

minor chord	seventh chord	minor seventh chord
Play the root note plus a black key to the left of it.	Play the root note plus a white key to the left of it.	Play the root note plus a black key and a white key to the left of it.
Example: Cm 	Example: C7 	Example: Cm7 

■ Fingered mode

In the Fingered mode, you specify the chord by playing all the notes in the chord.



- Play at least three notes to specify the chord.
- If the **CHORD FINDER** procedure is used, you can see the types of chords that can be specified and the keys you press to play them. (Refer to page 25.)

■ Pianist mode

In the Pianist mode, the entire keyboard can be used to specify chords (Fingered mode) for the automatic accompaniment, and the keyboard does not split.

- If the **CHORD FINDER** procedure is used, you can see the types of chords that can be specified and the keys you press to play them. (Refer to page 25.)
- When specifying chords, if you press a key a perfect 5th or more below the lowest note of the chord, the BASS part becomes a pattern based on that note.

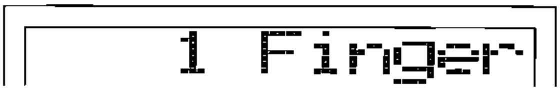
How to use the AUTO PLAY CHORD

1 Select the desired rhythm and sound(s), and set the tempo.

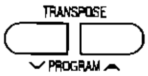
2 Press the **AUTO PLAY CHORD** button to turn it on.



- The ◀ mark next to the APC indication on the left side of the display indicates that this function is on.
- The display looks similar to the following.



3 Use the **TRANSPOSE/PROGRAM** buttons to select the chord mode (1 Finger, Fingered, Pianist).



- Perform this operation while the PROGRAM indication is flashing on the display. After a few seconds, the display returns to the previous display.

4 Start the rhythm.

5 Specify a chord.
- If the 1 Finger or Fingered mode was selected, specify the chord on the keyboard section to the left of the split point (C3). The split point can be changed. (Refer to pages 28 and 30.)
- An accompaniment pattern in the specified chord is automatically played.
- The specified chord is shown in the CHORD section on the display.
- When you use the fill-in pattern, the automatic accompaniment is also used in these patterns.
- Once a chord is specified, it continues to play even when the keys are released, until you specify another chord.

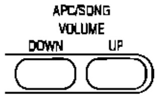
6 To stop the automatic accompaniment, press the **START/STOP** button.

- The **AUTO PLAY CHORD** is comprised of five parts (ACCOMP [ACP] 1, 2 and 3, BASS and DRUMS), the volume balance for each of which can be adjusted with the PART VOLUME function. (Refer to pages 28 and 29.)
- In the 1 Finger or Fingered mode, if you specify a chord without starting the rhythm, the root bass note (R BS) and the chord notes (CHRD) will sound. The volumes of these parts can be adjusted with the PART VOLUME function. (Refer to pages 28 and 29.)
- There is no automatic accompaniment pattern for the METRONOME rhythm.

APC/SONG VOLUME

You can lower the volume of the automatic accompaniment to balance it with the volume of the sounds you play
- This setting also functions for the song playback volume

⇒Adjust the volume with the **UP** and **DOWN** buttons of the **APC/SONG VOLUME** (0 to 10)

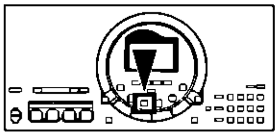


- The display looks similar to the following



- A setting of 10 is the normal volume
- After a few seconds, the display returns to the previous display
- After the volume setting is changed, the volumes of all the parts other than the one you are playing (for example, **BEAT MASTER** etc) are also changed

Chord Finder



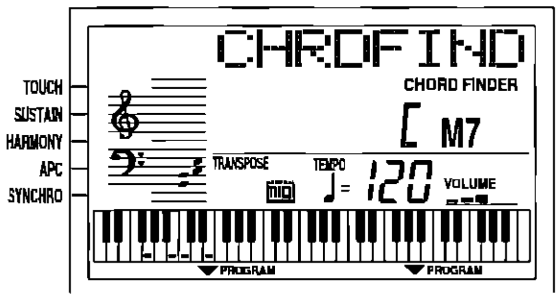
This feature shows you the keys to press for a specific chord You may find this convenient when you don't know how to play certain chords indicated in the sheet music

1 Select the chord mode (Refer to page 24)
- Select Fingered or Pianist

2 Press the **CHORD FINDER** button to turn it on



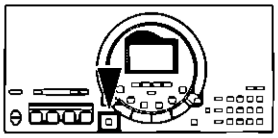
- The display looks similar to the following



3 Use the **TEMPO/PROGRAM** buttons to specify the chord's root note and the **TRANSPOSE/PROGRAM** buttons to specify the chord type
- On the display, the keys you press to play the specified chord are indicated on the keyboard illustration
- If you press the **EXECUTE** button, the selected chord will sound

4 Press the **CHORD FINDER** button again to turn this function off

One Touch Play



ONE TOUCH PLAY automatically sets the sounds, etc that match your chosen rhythm Just by pressing a button you can immediately perform using the automatic accompaniment
- Note that when the automatic settings are executed, the previous settings are canceled

1 With the rhythm stopped, select a rhythm pattern

2 Press the **ONE TOUCH PLAY** button

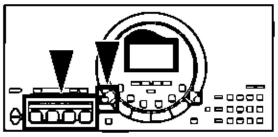


ONE TOUCH PLAY

- Sounds and effects, tempo, etc that match your selected rhythm are automatically set, and the **AUTO PLAY CHORD** and **SYNCHRO START** are turned on

3 Play the keyboard
- When you specify a chord, the automatic rhythm begins to play immediately

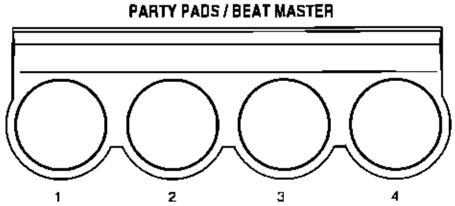
Party Pads



You can insert various phrases just by pressing the pad buttons

Pad performance

You can use the four pad buttons to produce four different sound effects

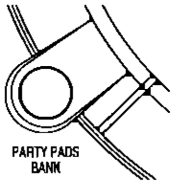


- Playback will stop if you press the same pad button again

Select a bank

Four banks have been prepared so that you can play sound effects that match the selected theme

⇒Press the **PARTY PADS BANK** button to select the desired bank on the display



- The display looks similar to the following



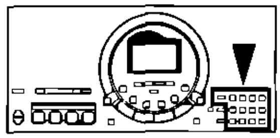
- Each time the button is pressed, the bank number changes in order from 1 to 4
- The list of **PARTY PADS BANKS** is found on the panel above the pad buttons

- After a few seconds, the display returns to the previous display
- Each pad produces a phrase that matches the selected bank

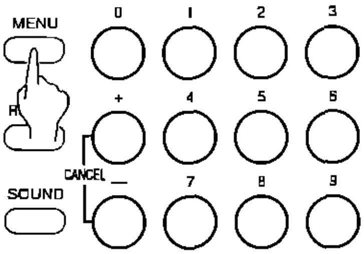
Part III Menu

Various settings that enhance the functions of this instrument are accessed through the **MENU** function

Outline of the procedure



1 Press the **MENU** button



2 Use the number buttons to enter the menu number of the setting you wish to display (two digits)
- The + and – buttons and the **TRANSPOSE/ PROGRAM** buttons can also be used to select the menu number

MENU list
[ ] indicates the name shown on the display

01 PART VOLUME [PT VOL]
Volume settings for each part

02 PART SOUND [PT SOUND]
Sound settings for each part

03 PART PANPOT [PT PAN]
Stereo setting for each part

04 PART MIDI CHANNEL [PT MIDI]
MIDI channel settings for each part

05 PART LOCAL SETTING [PT LOCAL]
MIDI LOCAL CONTROL settings for each part

06 MIDI CLOCK [MIDI CLK]
MIDI CLOCK mode settings

07 MIDI REALTIME COMMAND [MIDI RTC]
Setting to enable or disable the transmission/reception of MIDI REALTIME COMMAND data

08 MASTER TUNING [TUNING]
Fine adjustment of the tuning for the whole instrument

09 SPLIT POINT [SPLIT]
Change the split point on the keyboard

10 FOOT SWITCH ASSIGN [FOOT SW]
Assign a function to the Foot Switch (sold separately)

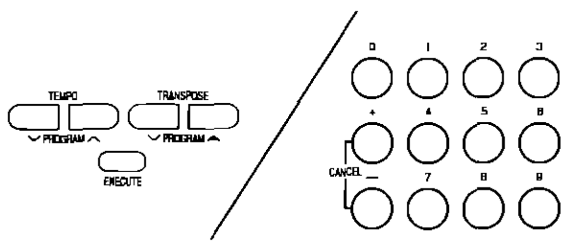
11 LCD CONTRAST [CONTRAST]
Adjust the readability of the display

12 DEMO LED [DEMO LED]
ON/OFF settings for the LED lighting of the pad buttons during a SONG or DEMO performance

13 ALL INITIAL [ALL INIT]
Reset this instrument to the original settings

3 Press the **EXECUTE** button
- The display changes to the setting display for the selected **MENU**

4 Use the **TEMPO/PROGRAM** buttons, the **TRANSPOSE/PROGRAM** buttons, or the **EXECUTE** button to adjust the settings in the selected menu

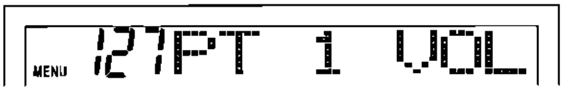


5 When you have finished making the settings, press the **MENU** button again
- If you execute a setting, there is also a menu to exit the setting mode

Setting menus

Select the desired setting menu (refer to page 28), and perform the corresponding settings

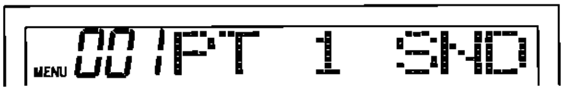
PART VOLUME



1 Use the **TRANSPOSE/PROGRAM** buttons to select the part you wish to set
- PT is the abbreviation for part and ACP for ACCOMP
- For an explanation of CHRD and R BS, refer to page 24

2 Use the **TEMPO/PROGRAM** buttons to adjust the volume (0 to 127)
- Repeat these steps for each part as necessary

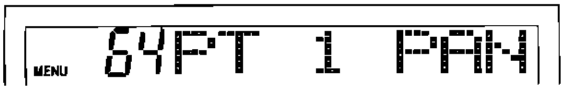
PART SOUND



1 Use the **TRANSPOSE/PROGRAM** buttons to select the part you wish to set

2 Use the **TEMPO/PROGRAM** buttons or the number buttons to select a sound for the part

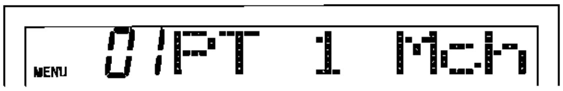
PART PANPOT



1 Use the **TRANSPOSE/PROGRAM** buttons to select the part you wish to set

2 Use the **TEMPO/PROGRAM** buttons to adjust the stereo midpoint (0 to 127)
- At 0 the center is all the way to the left, at 64 the center is midway between right and left, and at 127 the center is all the way to the right

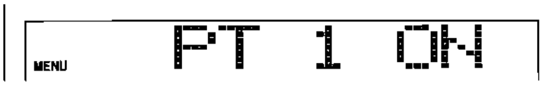
PART MIDI CHANNEL



1 Use the **TRANSPOSE/PROGRAM** buttons to select the part you wish to set

2 Use the **TEMPO/PROGRAM** buttons to set the channel (OFF, 01 to 16)

PART LOCAL SETTING



1 Use the **TEMPO/PROGRAM** buttons to select the part you wish to set

2 Use the **TRANSPOSE/PROGRAM** buttons to set the LOCAL CONTROL setting (ON or OFF)
- When set to OFF, the performance for the part is transmitted as MIDI data but does not sound from this instrument

MIDI CLOCK



Use the **TRANSPOSE/PROGRAM** buttons to select the MIDI CLOCK mode

INT This instrument's internal clock is used to control the connected MIDI equipment

EXT The clock of the connected MIDI equipment is used to control this instrument (The tempo is displayed as "♩= – – –")

- For information about MIDI connections, refer to page 32
- The setting is always set to INT when the power to this instrument is turned on

MIDI REALTIME COMMAND

MENU RTC: OFF

Use the **TRANSPOSE/PROGRAM** buttons to enable or disable the transmission/reception of MIDI REALTIME COMMAND data

ON REALTIME COMMAND (START/STOP, CONTINUE) data are transmitted/received

OFF REALTIME COMMAND data are not transmitted/received

MASTER TUNING

MENU Center

Use the **TRANSPOSE/PROGRAM** buttons to adjust the tuning value (–38 – Center – +39)

SPLIT POINT

MENU SPLT:C 3

Press the keyboard key to specify the desired split position for the automatic accompaniment

- The name of the specified note is shown on the display
- The initialized setting is at C3
- The key at the split point is the lowest note of the right keyboard (melody) section
- The split point for a **SPLIT** sound does not change

DEMO LED

MENU LED: ON

Use the **TRANSPOSE/PROGRAM** buttons to specify whether or not the pad button LEDs light during a **100 SONG** or **DEMO** performance

ON The pad button LEDs light also during a **100 SONGS** or **DEMO** performance

OFF The pad button LEDs do not light during the **100 SONGS** or **DEMO** performance

FOOT SWITCH ASSIGN

MENU SUSTAIN

Use the **TRANSPOSE/PROGRAM** buttons to select a function to assign to the Foot Switch (separately sold option)

- Select from SUSTAIN, START/STOP (ST/STOP) and GLIDE
- In cases where the switch polarity is reversed, select a function name that is preceded by a "–" indication
- Pressing the Foot Switch will turn the assigned function on
- GLIDE "bends" the pitch down by about one semitone
- For information about connecting a Foot Switch, refer to page 32

LCD CONTRAST

MENU 4

Use the **TRANSPOSE/PROGRAM** buttons to adjust the readability of the display (1 to 10)

ALL INITIAL

MENU SURE ?

Press the **EXECUTE** button

- "COMPLETE" appears on the display, and all the settings of the instrument (except for **MAIN VOLUME**) are reset to the factory-preset status
- You can also reset the instrument with the following procedure While pressing the **TEMPO** ∧ and ∨ at the same time, turn on the power to the instrument With this method, the **MAIN VOLUME** setting is also initialized

■ Memory function

The various settings and memory contents of this instrument are maintained as long as the AC adaptor is connected to this instrument and plugged into an outlet

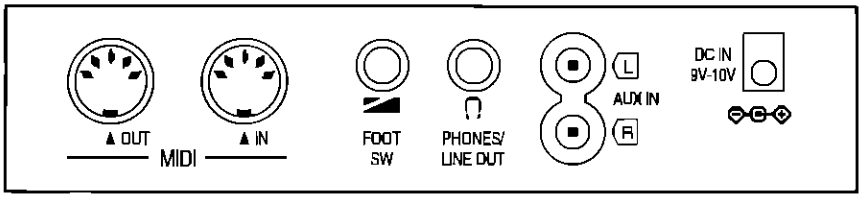
Symptoms which appear to be signs of trouble

The following changes in performance may occur in the Keyboard but do not indicate trouble

Phenomenon		Remedy
Sounds and effects	The buttons, keys, etc malfunction	• Turn off the **PLAY** button once, then turn it on again If this procedure is not successful, turn off the **PLAY** button once Then, while pressing the **TEMPO** ∧ and ∨ buttons at the same time, turn the **PLAY** button on again (Note that, in this case, all programmable settings, functions and memories return to their factory-preset status)
	No sound is produced when the keys are pressed	• The **MAIN VOLUME** is at the minimum setting Adjust the volume with the **MAIN VOLUME** control • The volumes for the selected parts are set to the minimum levels Set the volumes of the relevant parts to appropriate levels (Refer to pages 28 and 29) • The LOCAL CONTROL for a part performed on the keyboard is set to OFF Set the LOCAL CONTROL to ON (Refer to pages 28 and 29)
	Only percussive instrument sounds are produced when the keyboard is played	• A **DRUM KITS** sound is selected
Rhythm	The rhythm does not start	• The **DRUMS** volume is set to the minimum level Set the **DRUMS** volume to an appropriate level (Refer to the pages 28 and 29) • The 091 CLASSIC BALLAD rhythm is selected This rhythm does not sound unless the **AUTO PLAY CHORD** is used • MIDI CLOCK is set to EXT Set CLOCK to INT (Refer to pages 28 and 29)
AUTO PLAY CHORD	No sound is produced for the automatic accompaniment	• The **APC/SONG VOLUME** is set to the minimum setting Set it to a suitable level (Refer to page 25)
Other	Noise from a radio or TV can be heard	• This sometimes occurs when electrical equipment such as a radio or TV is used near the instrument Try moving such electrical equipment further away from the instrument • The sound may be coming from a nearby broadcast station or amateur radio station If the sound is bothersome, consult your dealer or service center
	The cabinet becomes warm during use	• This instrument has a power source that heats the cabinet to some degree This is not an indication of trouble

Connections

Rear panel



MIDI OUT
Used for transmitting MIDI data Connect the other end of the MIDI cable to the MIDI IN terminal of another instrument This terminal is used, for example, to generate sound from a connected instrument by playing this instrument

MIDI IN
Used for receiving MIDI data Connect the other end of the MIDI cable to the MIDI OUT terminal of another instrument This terminal is used, for example, to generate sound from this instrument by playing a connected instrument

AUX IN (stereo pin cord)
Connect to the **LINE OUT** terminal of another instrument to this terminal The sound from a connected CD player, for example, can be output from this instrument's speakers

FOOT SW
An optional **SZ-P1** Foot Switch (sold separately) can be connected to this terminal to control various functions (Refer to pages 28 and 30)

PHONES/LINE OUT (output level 1 5 Vrms, 16 Ω)
Headphones, a keyboard amplifier, or stereo equipment can be connected to this terminal When another apparatus is connected to this terminal, the speaker system is automatically switched off, and sound is heard only through the connected device

Separately sold option



SZ-P1 Foot Switch

Index

Specifications

	SX-KC211
KEYBOARD	61 KEYS (WITH INITIAL TOUCH)
SOUND GENERATOR	PCM
MAX POLYPHONY	24 NOTES
SOUNDS	150 SOUNDS
EFFECT	TOUCH, SUSTAIN
HARMONY	10 TYPES
TRANSPOSE	G – C – F#
RHYTHMS	100 RHYTHMS
RHYTHM CONTROLS	SYNCHRO START, START/STOP, COUNT INTRO, FILL IN, TEMPO
PARTY PADS	4 PADS, 4 BANKS
AUTO PLAY CHORD	MODE ONE FINGER, FINGERED, PIANIST
MUSIC TRAINER	BEAT MASTER (TRAINING, CHALLENGE), CHORD FINDER, PIANO STYLIST, SOLO PIANO, MINUS ONE, 100 SONGS
CONTROLS	MAIN VOLUME, APC/SONG VOLUME, ONE TOUCH PLAY, EXECUTE, MENU
DISPLAY	CUSTOM LCD (WITH BACKLIGHT)
DEMO	○
TERMINALS	MIDI IN, MIDI OUT, FOOT SW, PHONES/LINE OUT, AUX IN
OUTPUT	5 W (2 5W x 2)
SPEAKERS	12 cm x 2
POWER REQUIREMENT	DC IN 10 V (WITH EXCLUSIVE AC ADAPTOR)
POWER CONSUMPTION	4 4 W (WHEN POWER IS OFF BY THE PLAY BUTTON 2 W)
DIMENSIONS (W x H x D)	96 0 cm x 14 6 cm x 37 8 cm (37-25/32' x 5-3/4" x 14-7/8")
NET WEIGHT	5 1 kg (11 2 lbs)
ACCESSORIES	AC ADAPTOR, MUSIC STAND, SONG BOOK

• Design and specifications are subject to change without notice

EXCLUSIVE AC ADAPTOR

PART NO	REGION	VOLTAGE
QFAG016B	TAIWAN, MALAYSIA, SINGAPORE, ETC	120/220/230/240 V
QFAG033A	NORTH AMERICA, MEXICO	120 V
QFAG034A	UNITED KINGDOM	230 – 240 V
QFAG035A	EUROPE, SOUTH AFRICA	230 V
QFAG036A	AUSTRALIA, NEW ZEALAND	230 – 240 V
QFAG018B	SAUDI ARABIA, KUWAIT, HONG KONG	120/220/230/240 V
QFAG026B	ARGENTINA	120/220/230/240 V

Demo Performance List

Axel F	Theme from the paramount Motion Picture BEVERLY HILLS COP by Harold Faltermeyer Copyright© 1984, 1985 by Famous Music Corporation International Copyright Secured All Rights Reserved
Cool Gig	Technics Original

PANASONIC CONSUMER ELECTRONICS COMPANY
DIVISION OF MATSUSHITA ELECTRIC CORPORATION OF AMERICA
One Panasonic Way, Secaucus, New Jersey 07094

Consumerproducts@Panasonic.com

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